

MIDWAY ARCADE TREASURES EXTENDED PLAY



Featuring Mortal Kombat,
Joust, Defender, and more...

MIDWAY

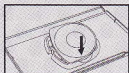
ULES-00180

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PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

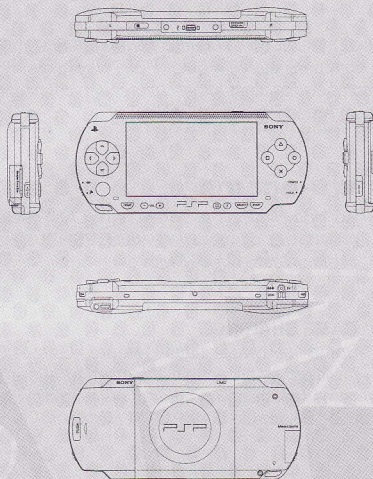
This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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SETTING UP



Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Midway Arcade Treasures™; Extended Play disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



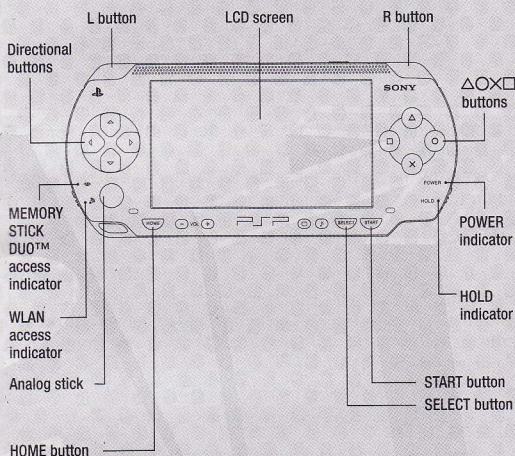
INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

STARTING UP

CONFIGURATION

PSP™ handheld entertainment system configuration



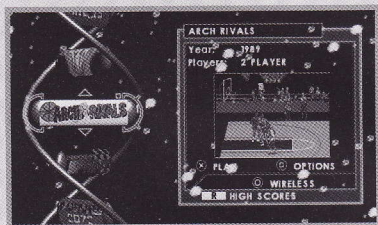
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons or analog stick (↑, ↓, ← or → depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the SELECT button (or START button in most instances) to display the Pause Menu. Press the directional button ↓ to select **EXIT GAME**, then press the × button. To confirm exiting the game, highlight **Yes**, then press the × button again.

MAIN MENU



The Main Menu displays an icon for each of the 21 games included in Midway Arcade Treasures. Press the directional button **↑** or **↓** to highlight a game logo. A game preview will be displayed in the center of the screen. Press the **X** button to select the game and go to that game's Main Title Screen.

OPTIONS

To view the selected game's options, press the **□** button. The options for the selected game will be displayed. You can use this menu to adjust each game's **GAME SETTINGS** and your **CONTROLLER SETUP**, as well as using the **SAVE**, **LOAD** and **AUTOSAVE** options. It's recommended that you study the controls for the game prior to playing (see **CONTROLLER SETUP** next page).

GAME SETTINGS

Each game includes adjustable game settings, but they will always be different, based on the game you select. To make changes to game settings, press the directional button **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to make changes.

CONTROLLER SETUP

See next page.

CREDITS

Select this option to take a look at the names of those who worked days and nights to bring you Midway Arcade Treasures: Extended Play.

HIGH SCORES

At a game's Main Menu, press the **R** button to view that game's High Score screen.

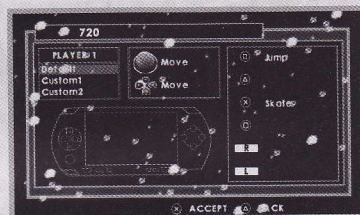
NOTE: High Scores are only saved in single player mode.

MAIN MENU

WIRELESS

Some of the game's included in Midway Arcade Treasures are multi-player games. If so, the Wireless option will appear on-screen when you highlight a game. Press the **○** button to access the Connection screen. Select **SCAN FOR GAME** to look for a game hosted by a friend. If a game is found, you can connect to that game and get started. Select **HOT GAME** to initiate the connection process. Your friends can then scan for your hosted game and make the connection.

NOTE: Before you can connect with friends via Wireless LAN, each PSP™ system must have their Wireless LAN switch turned on. For more information on Wireless LAN, see the documentation included with the purchase of your PSP™ system.



CONTROLLER SETUP

Game controls are available within each game's Options Menu. Press the **□** button to view a selected game's option menu, then select **CONTROLLER SETUP**. Press the directional buttons **↑** or **↓** to highlight the Default control settings, or select Custom 1 or Custom 2. The Custom options allow you to configure up to two personal configurations. Once you've highlighted Custom 1 or 2, press the **□** button to gain access to the controls.

Highlight the button you want to change, then press the directional buttons **←** or **→** to assign a control to that button. Repeat this process until you've adjusted the controller the way you want.

NOTE: Make sure you save any new configurations by returning to the Options Menu to select **SAVE**.

Study the controls listed on-screen. When you're done, press the **X** button to return to the game's Options Menu.

THE GAMES



You're the skater and must earn the right to compete in the skate parks of the city and ultimately win the title of the champion of the skating world. You'll begin in the middle of "Skate City", where all surfaces are skateable - a skateboarders dream world!

You'll need to earn tickets for performing skillful skate maneuvers in the city. Tickets allow you to enter the skate parks where you'll compete against the clock for gold, silver or bronze medals. "Cash" prizes are awarded to the skater if he qualifies for a medal, and after the skate park competition, the game continues back in the city for more freestyle action.

Numerous hazards and obstacles create a busy scenario in the city, and you'll have a limited time to get to another skate park. Use "Cash" winnings to buy skating equipment from various skate shops located throughout the city.

Boards offer faster speed, Helmets allow more risk-taking for successful maneuvers, Pads give faster recovery from falls and Shoes provide better height on jumps and quicker starts.

HINTS & TIPS

- Watch for loose cash blowing around in the streets.
- Skating the Free Parks will help you get points.
- Jumping over obstacles helps you earn more points..
- Try to take jumping short cuts in the Downhill Park.
- Sliding in the Ramp Park will help you get a better score.
- Make sure you pick up new gear. This helps you skate better.
- Knocking down obstacles will earn you points.
- Keep track of your time and money!

THE GAMES

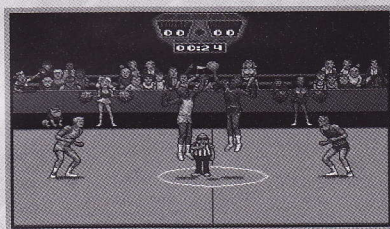


This one-on-one basketball game basically follows the normal rules of basketball, but does not account for fouls. Players can actually fight for control of the ball.

The game basically follows the same rules as basketball. Two points are awarded for each basket made. Three points are awarded for completed shots made from outside the three-point line. The game does not account for fouls so players are encouraged to use the Punch feature to make the game more enjoyable.

To Shoot or Pass, press the appropriate button. To "fake out" an opponent, hold the button down longer. If your teammate is holding the ball, you can "tell him" to Shoot or Pass by pressing the corresponding button.

To block, press and release the Shoot button. To punch, aim your player at the ball and press the Pass button. To perform a Diving Steal, press the Pass and Shoot buttons simultaneously



THE GAMES



Two players can compete head-to-head, or a second player can enter a game at any time if one player is already in the game.

In each race, players compete to collect gold wrenches, which appear, randomly on the track. These wrenches can be traded in for custom car features such as higher top speed, super traction, turbo accelerations and faster crash recovery.

There are five levels of each of these features for a total of 20 custom car bonuses. There is also an unlimited bonus of increased score for more skillful players.

An extra layer bonus wrench is awarded to players who can better the existing "Best Lap Time" on each track. As on Super Sprint, bonus wrenches are also awarded to players who start a game on a more difficult level.

Championship Sprint will be a surprise to even seasoned "Sprint" players, as there are new tracks which offer unique challenges. In addition, track hazards and obstacles will gradually increase on each progressive track.



Cyberball 2072 is tough, hard hitting futuristic football. This game has all the key ingredients of the original, plus many exciting additions. Cyberball 2072 combines the best of both sports and action games rolled into one.

Select offensive and defensive plays, passes, laterals and blitzes. Team captains can call strategic time-outs, replace weak players and purchase new ones.

Cyberball 2072 has nearly 250 total plays, plus three unique high score tables.

THE GAMES



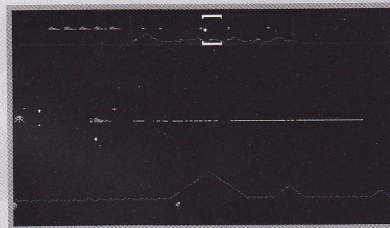
In the future, the galaxy is invaded by hostile alien forces. Attacking in countless swarms, the aliens decimate all planets they encounter. Those who survive the initial invasions are harvested to serve the alien invaders. Mankind's only hope lies in you, the Defender!

Navigate your starfighter through a hideous maze of alien forces. Destroy all those who stand in your way as you race to save the planet's inhabitants from being harvested. If an alien is taking a civilian off of the planet, carefully aim and blast the alien away. You must be quick on the throttle though. The civilian will fall to their death if you don't pick them up in time.

Your ship is equipped with the latest in intergalactic combat technology. Use its Smart Bombs, Warp activation equipment and fast response time to your advantage. It won't be an easy mission, but you're all the galaxy has left!

DEFENDER POINT TOTALS

Lander	- 150 pts.
Mutant	- 150 pts.
Swarmer	- 150 pts.
Baiter	- 200 pts.
Bomber	- 250 pts.
Pod	- 1000 pts.
Saved Humans	- 500 pts.



THE GAMES



Players choose any of the four Gauntlet characters to portray: Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Quester the Elf. Each of these heroes has their own unique capabilities. Thor the Warrior is skilled at hand-to-hand combat. Thyra the Valkyrie has strong armor, Merlin the Wizard the best magic and Questor the Elf the fastest speed.

The action begins as the players cooperate to combat waves of attacking monsters while competing for food, treasure and magic potions. Every game is a unique event as different players team up combining new skills and strategies. At level 1 players will find exits going to other levels. Players may choose to exit level 1 and jump as far ahead as level 8. On level 8 and beyond players will find themselves on any one of over one hundred different mazes.

How long a player lasts depends upon the player's "health". At the start of the game players set the amount of health with which they would like to begin their adventure. Health is lost by contact with the monsters and as a function of elapsed time. Health can be regained by picking up the food which can be found in most of the mazes.

GAUNTLET POINT TOTALS

Ghosts	- 20 Pts
Treasures	- 100 Pts.
Grunts	- 10 Pts.
Demons	- 10 Pts.
Lobbers	- 10 Pts.
Sorcerers	- 10 Pts.
Thief	- 500 Pts.

THE GAMES



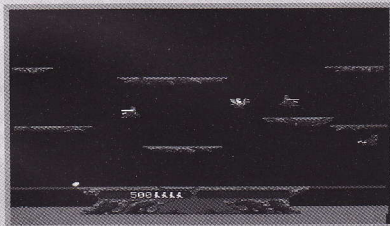
Take to the skies on your trusty steed, and duel with the armies of evil. This molten arena is home to flying vultures and sinister lava trolls. Vanquish your enemies as fast as you can to avoid the dreaded Pterodactyl! This creature rules the skies and should be avoided at all costs.

Evil knights are transported into the arena to do battle with you. Take them out by landing on top of them. If you choose to attack them head on, make sure you are slightly higher in the air than they are. Upon defeating an enemy, they will be enclosed in an egg and scattered on the battlefield. Collect these eggs before they hatch for points and to ensure they don't turn into warriors again!

JOUST POINT TOTALS

Bounder	- 500 pts.
Hunter	- 750 pts.
Shadow Lord	- 1500 pts.
Pterodactyl	- 1000 pts.
Eggs/Flightless Knight	- 250 pts.

(points multiply for additional ones collected)



THE GAMES



Klax is a challenging puzzle game. The object is to get a "Klax" by matching three tiles (of the same colour) in a row. You must catch the tiles as they come down the ramp and deposit them into the wells below your paddle. There are different types of waves (or stages) in Klax. Some will require a certain number of Klaxes to advance, while others require a specific kind of Klax to advance.

PLAYING THE GAME

To drop the tiles, press the **X** button. Try to match them up vertically, horizontally or diagonally. As the tiles come down the ramp, you can press the directional button **↓** to speed up the tiles. Once you catch a tile on your paddle, you can press Up on the Directional button to launch the tile back onto the ramp. Keep in mind that the paddle can hold 5 tiles and the well can hold 25 tiles. When you get a Klax, the selected tiles will flash and disappear. Once they disappear, any tiles that form a Klax will flash and vanish as well. It can be tough to do but the points you will get for having a multiple Klax are worth it!

Now once you catch a tile on your paddle, move the directional button **←** or **→** to select a well to drop the tile in. Press the **X** button to drop the tile. Sometimes a "Wild Tile" will appear. This tile will flash with the different tile colours and can be used to connect any tile (of matching colours) to form a Klax. Wild Tiles are extremely helpful when scoring points.

There are many different waves in Klax. A Klax Wave requires a specific number of Klaxes to advance. A Diagonal Wave requires a specific number of diagonal Klaxes to advance to the next level. Horizontal Waves require horizontal Klaxes. A Point Wave requires that you score a certain number of points to advance. Finally, Secret Warp Waves will warp you to another level when you get a Klax.

THE GAMES



In Marble Madness, you control a marble and race against time (or an opponent in a 2 Player game) to reach the goal line at the bottom of the playfield. Crashing or collision with playfield obstacles causes a loss of time to complete the race.

Six different waves provide increasing challenge. Playfields, obstacles and colours will change as you complete each level. Wave 5 is the "silly wave" where preceding rules and laws are backward. You can attack obstacles for points and generally experience different laws of gravity. It's a break or "bonus" wave. Wave 6 is the final "ultimate wave".

LEVEL COMPLETION BONUS

- Level 1 - 1,000 pts.
- Level 2 - 2,000 pts.
- Level 3 - 3,000 pts.
- Level 4 - 4,000 pts.
- Level 5 - 5,000 pts.
- Level 6 - 6,000 pts.

ENEMIES

1,000 pts. for defeating the Stealie.

CHUTES

Chutes will drop your marble into another area of the level.
2,000 pts. for moving through the chute.
4,000 pts. for the separate chute in Level 2.

TIME REMAINING

100 pts. for each second remaining on the clock.

LEVEL 1 PAINTED BLOCKS

There are a few numbered blocks on Level 1 near the end. Landing on them will give you the following points:

- Land on #3 - 3,000 pts.
- Land on #4 - 4,000 pts.
- Land on #5 - 5,000 pts.
- Land on #6 - 6,000 pts.

GAME COMPLETION BONUS

20,000 pts. for finishing the game.

THE GAMES

Players choose a fighter, then fight in a random realm against a human player or the computer. Use a series of special moves,



including projectiles, to defeat your opponent twice in three rounds of fighting. After defeating your opponent, the fight emcee announces "Finish Him" and you have a couple of seconds to perform a special sequence of directional button positions and button combinations to have your character perform a fatality. Story lines are given for beating Shang Tsung.



The place? A mystical realm, where an elite group of fighters gather for the ultimate grudge match. Choose from your favourite MK fighters like Johnny Cage, Liu Kang, Scorpion, Raiden – even the dreaded Shang Tsung. Or select from a host of new challengers, each more deadly than the next. Then punch and kick your way to the top using secret moves and fatalities. It's the ultimate martial arts experience. With plenty of hidden surprises along the way.

MK3 reached a level of hype like no other sequel in history. The Underground at the Match Up screen are clues to help unlock MK3's six-digit encryption code. When a code is cracked, the game answers with a gift of power or dimension.

THE GAMES



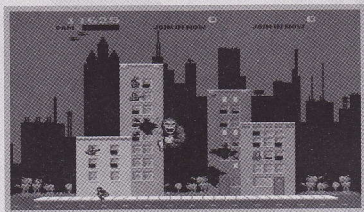
What do you do when three normal humans are transformed into towering monsters bent on destroying the country? Take control of one of them and go on a Rampage of course! The original version of Rampage comes home with all of the elements which made it an arcade classic!

Control one of three gruesome beasts and travel from city to city destroying everything in sight! George the Ape, Lizzie the Lizard and Ralph the Wolf make up the terrible trio of monsters. In your quest for destruction, you must climb buildings and pound them into the ground.

Make sure you jump from the collapsing buildings. A fall from those heights will seriously injure you. During the game you will have to fight past the many enemies such as helicopters, tanks and snipers! Destroy these enemies before they destroy you. Once you have destroyed all of the buildings you can advance to the next city.

Each building features items which will give you strength, power or cash as well as items which will hurt you. Punch holes in the buildings and punch again to grab the various items in them. All food items will help restore some of your health. There are cash items such as a safe and money bags that will help boost your point total.

Another way to gain health is to eat people. They can be either people on the street or people in the buildings you're destroying. Just make sure they're not holding any bombs. If you happen to swallow a bomb, you'll be spitting fire and that's not a good thing!

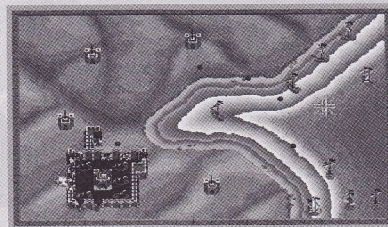


THE GAMES



The object of RAMPART is to survive the endless onslaught of your enemy. In order to survive a round, you must build protective walls around your castle. After each round of attacks, you will be given pieces of wall for you to construct your rampart. These pieces are all different from one another and can be turned by pressing the **⊙** button. Carefully place each piece around your castle until you have surrounded it. You must hurry because if the clock runs to zero and you haven't surrounded a castle, your game is over. Once your castle is surrounded, you will see the floor turn a bright "checkerboard" pattern. Once this has happened you can place your cannons to launch your own attack against your enemy.

Place your cannons inside your fortress by using the directional buttons. If you finish one round of combat and successfully surround your castle walls, you will receive 2 cannons to use. If you have surrounded another castle you will receive 1 cannon for each castle you surround. Once you have chosen a spot for the cannon, press the **⊗** button to place it there. When firing on the enemy, move the cursor (or target) to where you wish to fire and press the **⊗** button (hold down the **⊙** button to move your target/cursor faster).



THE GAMES



Deep in space, trouble is brewing. Hidden within planetoid fields lies an evil force known as Sinistar! This ageless phantom of space collects floating debris to form its evil shape. When the Sinistar is formed, no ship is safe!

Fast and powerful, the Sinistar does have its weakness. Floating planetoids contain valuable minerals which can be forged into seeking bombs! Use these bombs to blast away the wicked amalgamation of Sinistar!

SINISTAR POINT TOTALS

Planetoids	- 5 pts.
Workers	- 150 pts.
Crystals	- 200 pts.
Warriors	- 500 pts.
Sinistar Pieces	- 500 pts.
Destroy the Sinistar	- 15000 pts.



THE GAMES



The BAD GUYS are at it again and the Freeways are no longer safe. BAD GUY Spies from all over have come to wreck havoc and chaos to this once peaceful area. Your mission is to destroy all suspicious vehicles but not the innocent motorists that also occupy the road. This sounds difficult, so we will supply you with as much info as possible. Details are sketchy right now as to who is behind this, but our intelligence network has come up with a few of the vehicles that the BAD GUYS are using.

We've code named cars with tire disabling abilities as "Switchblades." Bullet proof bullies have been dubbed "Road Lords". Be wary of the "Enforcers" for they are employed with men who specialize in Double Barrel Shotguns. Make sure to clear them ALL out. Oh yes, there's another thing - "The Mad Bomber." It's a fast attack Copter that loves to drop bombs. We'll supply you with the G-6155 CIA Prototype Interceptor that includes FV (fast vehicle)-Gasnata with Durani II Super Turbos, 20mm machine gun cannons, optional Super Slick anti-tailgating deterrents, Wang Type IV Smoke Screens, and Sutji-Wasp Missiles.

Replenishment of armaments will be available, thanks to Weapons Vans located in key areas. We also have a Prototype Speedboat, the FB (fast boat) - JT101 on standby. The waterways are also plagued with BAD GUYS: "Barrel Dumpers" and "Dr. Torpedo" himself may be on the prowl. Delay no longer, the situation gets more critical by the second...good hunting!

SPYHUNTER POINTS BREAKDOWN

The Race Lord	- 150 pts.
Switch Blade	- 150 pts.
The Enforcer	- 500 pts.
The Mad Bomber	- 700 pts.
Barrel Dumper	- 150 pts.
Doctor Torpedo	- 500 pts.

THE GAMES



When you start the game, you will see the characters hop into the river. If you are playing a One Player game, you will race against the computer. Scoring points in Toobin' requires you to navigate through flags along the course. Each flag will decrease in point value every time you bump into it. Try to make it through the flags the first time. Flags can be worth anywhere from 150 to 25,000 points! Hidden letters that spell the word "TOOBIN'" are hidden in every race. Each letter will give you additional bonus points!

Beware of things in the water and on the shore that will sink you. Luckily, you will find soda cans floating in the water. Find these cans and use them to temporarily stun the bad guys. Aim your rafter's legs in the direction you want to throw and press the $\times$ button. Be sure to keep some cans handy because with all the danger you'll encounter, you're going to need a helping hand. Besides, you're not here to throw cans, you're here to win a race!



The object of Wizard of Wor is to descend into the many dungeons of Wor, killing monsters, beating the Wizard and earning a high score. You control a separate squadron of warriors and compete for score at the same time. Warriors descend into various dungeon mazes, battling visible and invisible monster Worlings, and maybe the Wizard himself. Teamwork in the two player mode is important—but not necessary to play. If one player mode is selected, the computer becomes the second player.

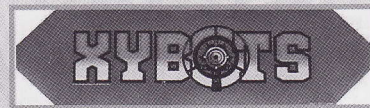
Dungeon maze patterns appear at random and have Escape Doors at either end. These are used for strategic exit and entry by Warriors at the same time. Warriors descend into various dungeon mazes, battling visible and invisible monster Worlings. They are also a means of escape for Worluk. If either player hits the Worluk, the score of subsequent play is doubled. The Radar Screen reveals the general location of invisible monsters in the maze to alert the Warriors.

THE GAMES



Xenophobe is a space adventure game in which players attempt to exterminate hostile alien life forms that have overrun the huge floating "Starbases." A horizontal monitor is split into three sections, one for each of up to three people.

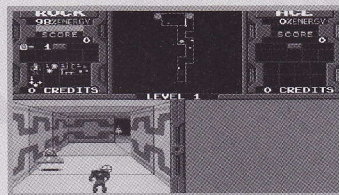
Players wander around a space station shooting as many aliens as they can before their health or time runs out; then it's off to the next space station. There are multiple weapon types, including a duck gun!



Join Major Rock Hardy and Captain Ace Gunn on their quest to overcome the Master Xybot and his horde of evil robotic monsters.

The huge underground multi-level city created by the Xybots is composed of mazes with locked doors and transporters to connect different areas of the same level. Players must battle the Xybots and reach the exit elevator to advance to the next level. In the mazes, you'll find energy pods to restore energy, keys to open doors and coins to buy valuable supplies in the store. At the end of each level, players enter the store where supplies can be purchased. Some supplies are permanent, others are only temporary and must be replenished.

Every few levels, you can face the master Xybot in a one-on-one duel. Only by defeating the master Xybot can players advance to the next level. The penalty for losing is to be sent back a few levels.



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